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**1** Connectivity-based garbage collection 80%



Martin Hirzel , Amer Diwan , Matthew Hertz

**ACM SIGPLAN Notices , Proceedings of the 18th ACM SIGPLAN conference on Object-oriented programing, systems, languages, and applications** October 2003  
Volume 38 Issue 11

We introduce a new family of connectivity-based garbage collectors (Cbgc) that are based on potential object-connectivity properties. The key feature of these collectors is that the placement of objects into partitions is determined by performing one of several forms of connectivity analyses on the program. This enables partial garbage collections, as in generational collectors, but without the need for any write barrier. The contributions of this paper are 1) a novel family of garbage c ...

**2** Beltway: getting around garbage collection gridlock 80%



Stephen M Blackburn , Richard Jones , Kathryn S McKinley , J Eliot B Moss

**ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2002 Conference on Programming language design and implementation** May 2002  
Volume 37 Issue 5

We present the design and implementation of a new garbage collection framework that significantly generalizes existing copying collectors. The *Beltway* framework exploits and separates object age and incrementality. It groups objects in one or more increments on queues called *belts*, collects belts independently, and collects increments on a belt in first-in-first-out order. We show that Beltway configurations, selected by command line options, act and perform the same as semi-space, ...

**3** Thread-specific heaps for multi-threaded programs 80%



Bjarne Steensgaard

**ACM SIGPLAN Notices , Proceedings of the second international symposium on Memory management** October 2000  
Volume 36 Issue 1

Garbage collection for a multi-threaded program typically involves either stopping all

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